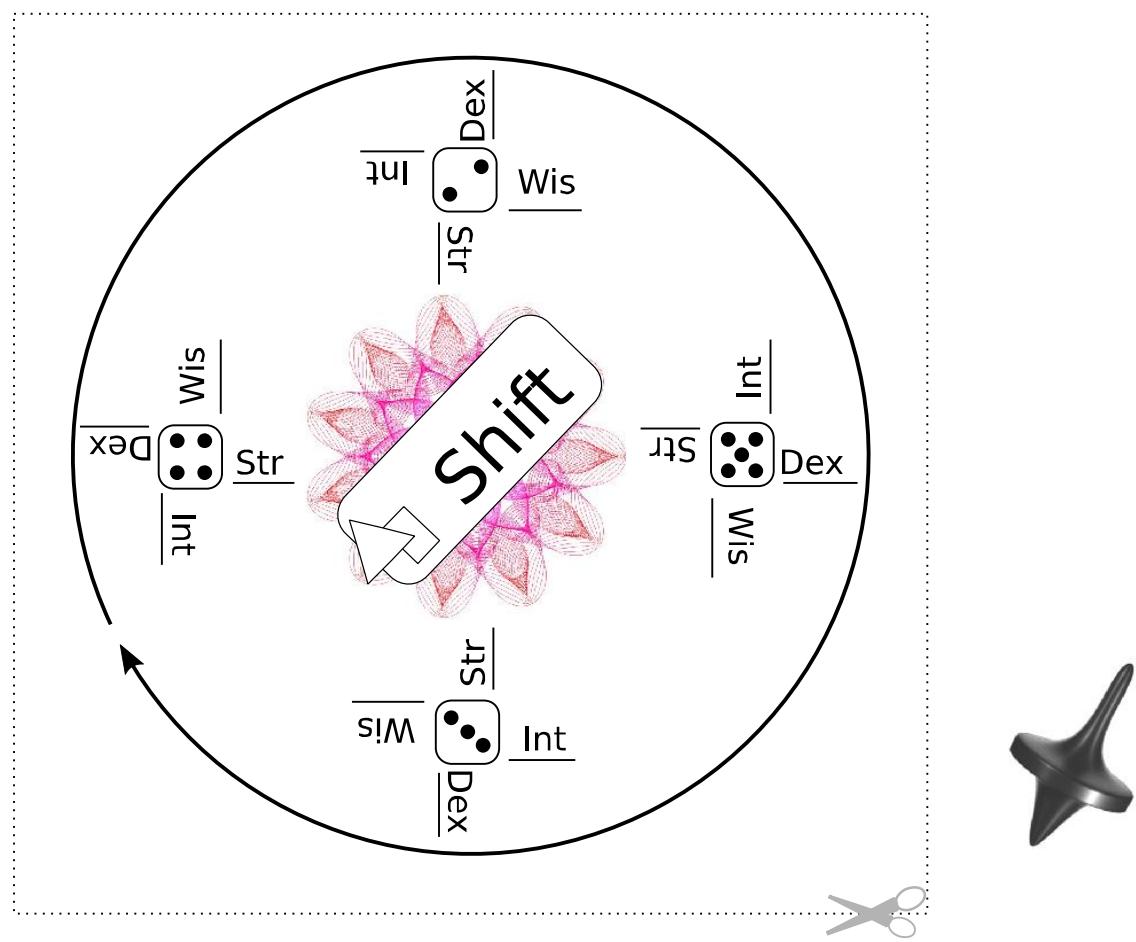


Just like:

- Inception ■ Dark City ■ Matrix ■ Adaptation ■ Stranger Than Fiction ■ Truman Show



Cliche

Attitude	Profession
<input type="checkbox"/> Lovelorn	<input type="checkbox"/> Farmer
<input type="checkbox"/> Whimsical	<input type="checkbox"/> Carpenter
<input type="checkbox"/> Distant	<input type="checkbox"/> Guard
<input type="checkbox"/> Pragmatic	<input type="checkbox"/> Student
<input type="checkbox"/> Punctual	<input type="checkbox"/> Clerk
<input type="checkbox"/> Lazy	<input type="checkbox"/> Smith
<input type="checkbox"/> _____	<input type="checkbox"/> _____

Anchor Tokens

PCs start with 2 Anchor Tokens.

- Tokens let you retain memory across Shifts
- You may give tokens to NPCs

However,

- Anyone who dies with a token is erased from all versions of all realities.
- Whereas, someone who died without a token could be restored by a SHIFT!

Overcoming Challenges

- Make a plan involving two stats
- Roll two six-sided dice:
 - die1 < stat1 = Success
 - die2 < stat2 = No complications
- Both = Stats = SHIFT!

1 Combat = 2 Challenges

Shift (everyone rotates stats 90deg)

What's Wrong?	Why?
<input type="checkbox"/> Deja-vu	<input type="checkbox"/> Simulation
<input type="checkbox"/> Double-Take	<input type="checkbox"/> Dream
<input type="checkbox"/> Alien	<input type="checkbox"/> Multiverse
Geometry	<input type="checkbox"/> Fiction
Goosebumps	<input type="checkbox"/> Delusion
Messages	<input type="checkbox"/> Game
Visions	<input type="checkbox"/> Experiment
<input type="checkbox"/> _____	<input type="checkbox"/> _____

Change One:	Shift 1
<input type="checkbox"/> Simulation	<input type="checkbox"/> genre
<input type="checkbox"/> Dream	<input type="checkbox"/> tone
<input type="checkbox"/> Multiverse	<input type="checkbox"/> timeline
<input type="checkbox"/> Fiction	<input type="checkbox"/> technology
<input type="checkbox"/> Delusion	<input type="checkbox"/> aliens
<input type="checkbox"/> Game	<input type="checkbox"/> event
<input type="checkbox"/> Experiment	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> _____

Alter Egos

Shift 1	Shift 2
<input type="checkbox"/> Rogue	<input type="checkbox"/> Herald
<input type="checkbox"/> Hacker	<input type="checkbox"/> Speedster
<input type="checkbox"/> Wizard	<input type="checkbox"/> Polymorph
<input type="checkbox"/> Knight	<input type="checkbox"/> Ninja
<input type="checkbox"/> Politician	<input type="checkbox"/> Tank
<input type="checkbox"/> Sniper	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> _____

Shift 3	Shift 3
<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> _____

Injuries

Bruising	<input type="checkbox"/> _____
Scrapes	<input type="checkbox"/> _____
Gashes	<input type="checkbox"/> _____
Limbs	<input type="checkbox"/> _____
Dead	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> _____

When there's a SHIFT, characters without an anchor token lose all memory of previous realities.